Predicting the NCAA Basketball Tournament for Fun and Profit

Three Lessons for ML Projects



> sessionInfo()
[1] "June 30 - July 3, 2015"
[2] "Aalborg, Denmark"

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What is March Madness?



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Kaggle's March Machine Learning Mania

- For all 2,278 *potential* matchups in the tournament, submit the probability that team1 beats team2.
- Teams judged on Log Loss of predicted probability (0-1) vs. actual outcome of game (0 or 1)







Lesson 1: Get the Best Data

- Team-level metrics aggregated from regular season games
- <u>Ken Pomeroy's</u> team-level metrics (paid subscription data)
- Vegas betting odds for first-round games
- Distance traveled

Lesson 2: If Your Results Are Too Good To Be True, They're Probably Wrong

- Data leakage "the creation of unexpected additional information in the training data, allowing a model or machine learning algorithm to make unrealistically good predictions" ^[1]
 - your training data must represent only the knowledge that will exist when your model is run in the real world

 FULLY UNDERSTAND AND EXPLORE YOUR DATA BEFORE USING IT

[1] https://www.kaggle.com/wiki/Leakage

Lesson 3: Separate Yourself From the Pack

- Gamble more manually adjust predictions for a few games.
 - Most of the top (and the bottom) teams did this.
- Unique Data / Features
 - Use the network of regular season games better
 - If team A > team B > team C, then team A > team C.
- Take a Bayesian approach to predicting later games
 - If a low-ranked team wins the 1st two rounds, it has revealed itself to be a better team than previously thought. Shouldn't we upgrade its chances of winning the next game?

Performance

0.478858

74	_	Timothy Scharf	0.478894
75	_	Kaggler	0.478906
76	_	🖓 Colin Carroll	0.479334
77	_	oldSchool	0.479754
78	_	Steve Koch	0.479894
79	_	MachineEarning 🦺	0.479986

#79 / 341 teams

Winning Team: 0.439

MachineEarning: 0.480

Median of all teams: 0.489

https://www.kaggle.com/c/march-machine-learning-mania-2015

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Scaling Lana 🏨

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